

J4. Example. Based on 3.2, p 178.

A fair, six-sided die is rolled. Let X be the number you get.

Find the probability of the following events

And write your answer using random variable notation

X

- a. Event T = the outcome is two.
- b. Event A = the outcome is an even number.
- c. Event B = the outcome is less than four.

h. A OR B

a. $T = \{2, 3\}$

$$\begin{aligned} P(T) &= \text{size}(T)/\text{size}(S) \\ &= 1/6 \end{aligned}$$

$$P(X=2) = 1/6$$

c. $P(X < 4) = 3/6$

① ② ③ ④ ⑤ ⑥

b. $P(X \text{ is even}) = 3/6$

① ② ③ ④ ⑤ ⑥

h. $P(X \text{ is even or } < 4) = 5/6$

① ② ③ ④ ⑤ ⑥

J5. Fact. As we see in J2 and J3,
 (Recall J1. that $P(A)$ always means $\text{size}(A)/\text{size}(S)$)

For finite S , $\text{size} = \text{count}$

For finite S , $P(A) = \frac{\text{count}(A)}{\text{count}(S)}$

J6. Example (Cards). Based on 3.5 p182.

You have a fair, well-shuffled deck of 52 cards. It consists of four suits. The suits are clubs, diamonds, hearts, and spades. There are 13 cards in each suit consisting of 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, J (jack), Q (queen), and K (king) of that suit. ~~S = spades, H = Hearts, D = Diamonds, C = Clubs~~

a standard deck of cards

Let K = the event you draw a King.

Let D = the event you draw a Diamond.

Find $P(K)$

$P(\text{not } K)$

$P(D)$

$P(K \text{ and } D)$

$P(K \text{ or } D)$

Sample space $S = \{ \begin{matrix} d1 & d2 & d3 & d4 & d5 & d6 & d7 & d8 & d9 & d10 & dJ & dQ & dK \\ c1 & c2 & c3 & c4 & c5 & c6 & c7 & c8 & c9 & c10 & cJ & cQ & cK \\ h1 & h2 & h3 & h4 & h5 & h6 & h7 & h8 & h9 & h10 & hJ & hQ & hK \\ s1 & s2 & s3 & s4 & s5 & s6 & s7 & s8 & s9 & s10 & sJ & sQ & sK \end{matrix} \}$

$P(K) ?$

$\{ \begin{matrix} d1 & d2 & d3 & d4 & d5 & d6 & d7 & d8 & d9 & d10 & dJ & dQ & dK \\ c1 & c2 & c3 & c4 & c5 & c6 & c7 & c8 & c9 & c10 & cJ & cQ & cK \\ h1 & h2 & h3 & h4 & h5 & h6 & h7 & h8 & h9 & h10 & hJ & hQ & hK \\ s1 & s2 & s3 & s4 & s5 & s6 & s7 & s8 & s9 & s10 & sJ & sQ & sK \end{matrix} \}$

$K = \{ dK, cK, hK, sK \}$ $P(K) = 4/52 = \boxed{1/13}$

$P(\text{not } K) ?$

$\{ \begin{matrix} d1 & d2 & d3 & d4 & d5 & d6 & d7 & d8 & d9 & d10 & dJ & dQ & dK \\ c1 & c2 & c3 & c4 & c5 & c6 & c7 & c8 & c9 & c10 & cJ & cQ & cK \\ h1 & h2 & h3 & h4 & h5 & h6 & h7 & h8 & h9 & h10 & hJ & hQ & hK \\ s1 & s2 & s3 & s4 & s5 & s6 & s7 & s8 & s9 & s10 & sJ & sQ & sK \end{matrix} \}$

$P(\text{not } K) = 48/52 = \boxed{12/13}$

(We will revisit in Lesson 4 → notice $12/13$ is $1 - 1/13$)

$P(D)?$

$\{d_1, d_2, d_3, d_4, d_5, d_6, d_7, d_8, d_9, d_{10}, d_j, d_q, d_k, c_1, c_2, c_3, c_4, c_5, c_6, c_7, c_8, c_9, c_{10}, c_j, c_q, c_k, h_1, h_2, h_3, h_4, h_5, h_6, h_7, h_8, h_9, h_{10}, h_j, h_q, h_k\}$

$$P(D) = 13/52 = \boxed{1/4}$$

$P(K \text{ and } D)?$

$\{d_1, d_2, d_3, d_4, d_5, d_6, d_7, d_8, d_9, d_{10}, d_j, d_q, d_k, c_1, c_2, c_3, c_4, c_5, c_6, c_7, c_8, c_9, c_{10}, c_j, c_q, c_k, h_1, h_2, h_3, h_4, h_5, h_6, h_7, h_8, h_9, h_{10}, h_j, h_q, h_k\}$

$$K \text{ and } D = \{d_k\}$$

$$P(K \text{ and } D) = \boxed{1/52}$$

$P(K \text{ or } D)?$

$$K \text{ or } D =$$

$\{d_1, d_2, d_3, d_4, d_5, d_6, d_7, d_8, d_9, d_{10}, d_j, d_q, d_k, c_1, c_2, c_3, c_4, c_5, c_6, c_7, c_8, c_9, c_{10}, c_j, c_q, c_k, h_1, h_2, h_3, h_4, h_5, h_6, h_7, h_8, h_9, h_{10}, h_j, h_q, h_k\}$

$$P(K \text{ or } D) = \boxed{16/52}$$

J7. Example (Spinner, Line, Darts)

Spin this spinner.
Let C be the event
you land in area C .

Find $P(C)$

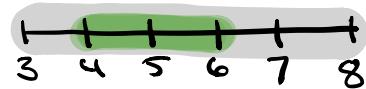
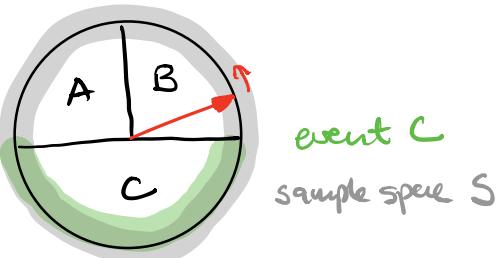
$$P(C) = \frac{1}{2}$$

(Notice size of C, S means length)

Choose a random real number between
between 3 and 8 and call it X .

$$\text{Find } P(4 < X < 6) = \frac{2}{5}$$

$$P(\text{event}) = \frac{\text{size(event)}}{\text{size(sample space)}}$$



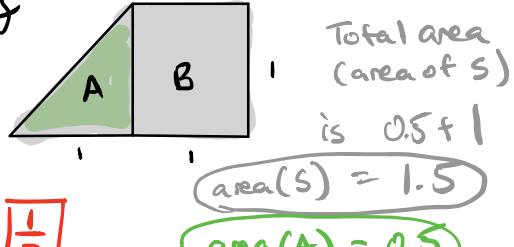
For one-dimensional sample space (an interval), size = length.

Throw a dart randomly
onto the shape.

Let A = the event
you land in A .

$$\text{Find } P(A) = \frac{0.5}{1.5} = \frac{5}{15} = \frac{1}{3}$$

For 2D sample space, size = area.



J8. Fact.

For infinite S , then size means
(^{1D or 2D})
instead of just a finite list
length
or area

J9. Example (Probability table).

Roll an unfair die where

event	roll 1	roll 2	roll 3	roll 4	roll 5	roll 6
$P(\text{event})$	0.2	0.15	0.2	0.1	0.1	0.25

Find $P(\text{roll an even number})$.

$$\begin{aligned} &= 0.15 + 0.1 + 0.25 \\ &= 0.5 \end{aligned}$$

* The list of events in the table must be mutually exclusive (J3.)

(They are set of like outcomes, but)

not equally likely. check: $0.2 + 0.15 + 0.2 + 0.1 + 0.1 + 0.25 = 1$

All the probabilities must add to 1.

J10. Definition. Probability table is a table of probabilities of some mutually exclusive events whose probabilities add to 1.

So instead of being told the sample space of equally likely outcomes, we get a table of "basic" events.

The table "has all the probabilities"
Meaning  

J11. Example (Contingency table).

From 3.3, p 180. *like a Probability table*

Example 3.3

Table 3.1 describes the distribution of a random sample S of 100 individuals, organized by gender and whether they are right- or left-handed.

	Right-handed	Left-handed
Males	43	9
Females	44	4

Table 3.1

$$\text{size}(S) = n = 100$$

These numbers are frequencies (but can't use them)
relative freq

Let's denote the events M = the subject is male, F = the subject is female, R = the subject is right-handed, L = the subject is left-handed. Compute the following probabilities:

- $P(M) = \text{size}(M) / \text{size}(S) = \frac{43+9}{43+9+44+4} = \frac{52}{100}$
- $P(F) =$
- $P(R) = \frac{43+44}{100} = \frac{87}{100} \rightarrow \frac{44+4}{43+9+44+4} = \frac{48}{100}$
- $P(L) =$
- $P(M \text{ AND } R) = \frac{43}{43+9+44+4} = \frac{43}{100}$
- $P(F \text{ AND } L) = \frac{4}{43+9+44+4} = \frac{4}{100}$
- $P(M \text{ OR } F) = \frac{(43+9+44+4)}{(43+9+44+4)} = \frac{100}{100} = 1$
- $P(M \text{ OR } R) = \frac{(43+9+44)}{(43+9+44+4)} = \frac{96}{100}$
- $P(F \text{ OR } L) = \frac{(9+44+4)}{(43+9+44+4)} = \frac{57}{100}$
- $P(M) = P(\text{not } M) = \frac{(44+4)}{(43+9+44+4)} = \frac{48}{100}$

J12. In lesson K we will learn how to fill out tables that are missing information when possible using three probability rules.

For example, roll an unfair die, $A = \text{roll a 2}$.

$P(A) = 0.15$. Find $P(\text{not } A)$

$$\begin{aligned}P(\text{not } A) &= 1 - P(A) \\&= 1 - 0.15 = \boxed{0.85}\end{aligned}$$

J13. Summary. We will see 5 types of one-step probability experiment problems

Remember J1. Probability $P(A) = \text{size}(A)/\text{size}(S)$ proportion

- Finite S : $\text{size} = \text{count the outcomes}$
- Infinite S : $\text{size} = \text{length or area}$
- Probability table : $\text{add up the probabilities}$
- Contingency table : $\text{size} = \text{count the outcomes}$
(add)
- Using Three Probability Rules: lesson K

In lesson K we will also learn about multi-step experiments and Tree Diagrams

e.g., An urn has 3 green, 2 red balls.

Draw 2 (without replacement).

J14. The Law of Large Numbers (LLN).

Repeat an experiment a large number of times n .

Then relative frequency \approx probability

J15. Example. Roll a fair die.

- (a) Express the fact "the probability you roll a 4 is $1/6$ " using event notation.
- (b) Do the same with random variable notation
- (c) Suppose you roll a fair die $n=90$ times and get the results in Figure J16. What does The Law of Large Numbers tell you to expect? Confirm it.

(a) Let $A = \text{roll a 4}$

$$P(A) = \boxed{1/6}$$

$$A = \{4\}$$

$$S = \{1, 2, 3, 4, 5, 6\}$$

(b) Let $X = \text{the number you roll.}$

$$P(X=4) = 1/6$$

(c) Again $A = \text{roll a 4}$

The LLN says you expect the relative frequency of A

to be \approx the probability of A

$$A = \{4\} \quad P(A) = \frac{\text{size}(A)}{\text{size}(S)} = \boxed{\frac{1}{6}} = 0.1667 \quad \text{relative frequency} = \frac{14}{90} = 0.1555$$

So yes $\text{relative frequency} \approx \text{Probability}$.

J16. Figure.

5	4	1	6	5	5	1	3	6	2	2	1	2	6	4
2	2	1	4	6	2	1	2	5	2	3	2	5	4	3
4	4	2	2	2	3	3	1	5	3	5	6	3	3	6
5	2	3	1	5	1	4	4	2	4	6	5	3	5	6
3	6	2	6	2	1	1	6	1	6	4	3	2	6	6
4	1	6	1	6	4	1	3	2	5	1	3	4	5	4